

## QGIS Application - Bug report #9459

### layer fails to render when rule-based symbology make use of \$atlasfeatureid

2014-01-30 04:58 AM - Mathieu Pellerin - nIRV

<b>Status:</b>	Closed	
<b>Priority:</b>	Severe/Regression	
<b>Assignee:</b>	Nathan Woodrow	
<b>Category:</b>	Expressions	
<b>Affected QGIS version:</b>	master	<b>Regression?:</b> No
<b>Operating System:</b>		<b>Easy fix?:</b> No
<b>Pull Request or Patch supplied:</b>		<b>Resolution:</b>
<b>Crashes QGIS or corrupts data:</b>		<b>Copied to github as #:</b> 18051
<b>Description</b>		
<p>In an atlas-defined project, a layer that has a rule-based symbology that relies on the \$atlasfeatureid will not render upon project loading. The user will have to enter the layer's property window, and click on apply / ok for the layer to start rendering.</p> <p>A basic scenario that leads to this problem is when a user will use a \$id = \$atlasfeatureid / \$id != \$atlasfeatureid set of rule to highlight the atlas feature on the map.</p> <p>It's a bit of an odd one, so I'll let the attached test project showcase the problem.</p>		

#### Associated revisions

**Revision 684dd890 - 2014-02-11 05:57 PM - Martin Dobias**

Fix #9459 (layer fails to render when rule-based symbology make use of \$atlasfeatureid)

#### History

**#1 - 2014-01-30 11:34 PM - Paolo Cavallini**

- Target version changed from Version 2.0.0 to Future Release - High Priority

**#2 - 2014-02-08 06:22 PM - Nyall Dawson**

- Priority changed from Normal to Severe/Regression

Think this should be a blocker, since it's a new feature which isn't working as expected.

I had a go at fixing it by making sure that \$atlasfeatureid is set to 0 when an atlas based composition is first loaded, but this fix didn't work since the map has already been rendered by the time the composition is loaded.

I think this global variable needs to be set to 0 when a project is loaded but before any map is rendered.

**#3 - 2014-02-11 08:57 AM - Martin Dobias**

- Status changed from Open to Closed

Fixed in changeset commit:"684dd890a3359a2fb189b289b0bb65a42a9f4105".

#### Files

